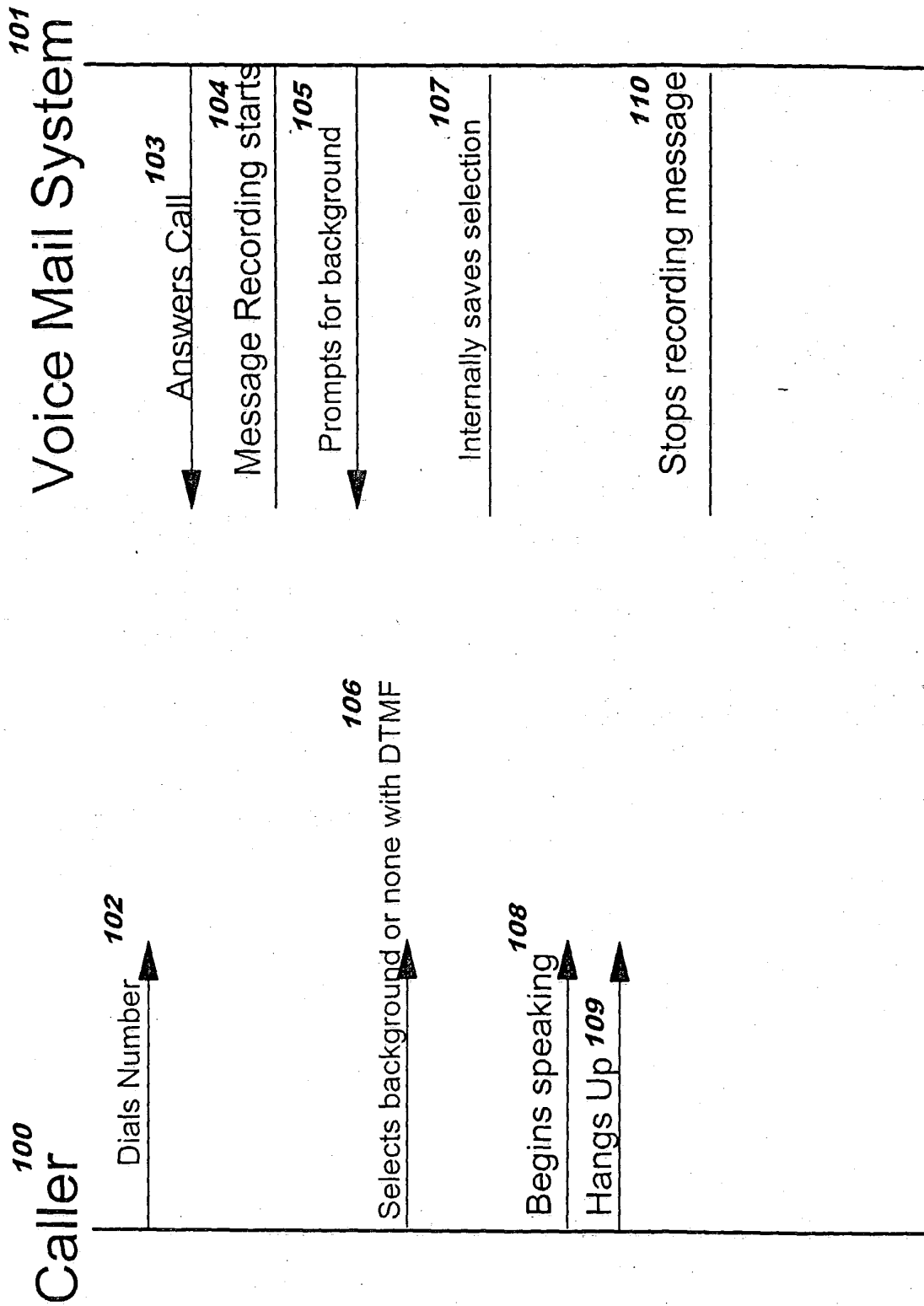


FIG. 1A



Caller **100** FIG. 1B Voice Mail System **101**

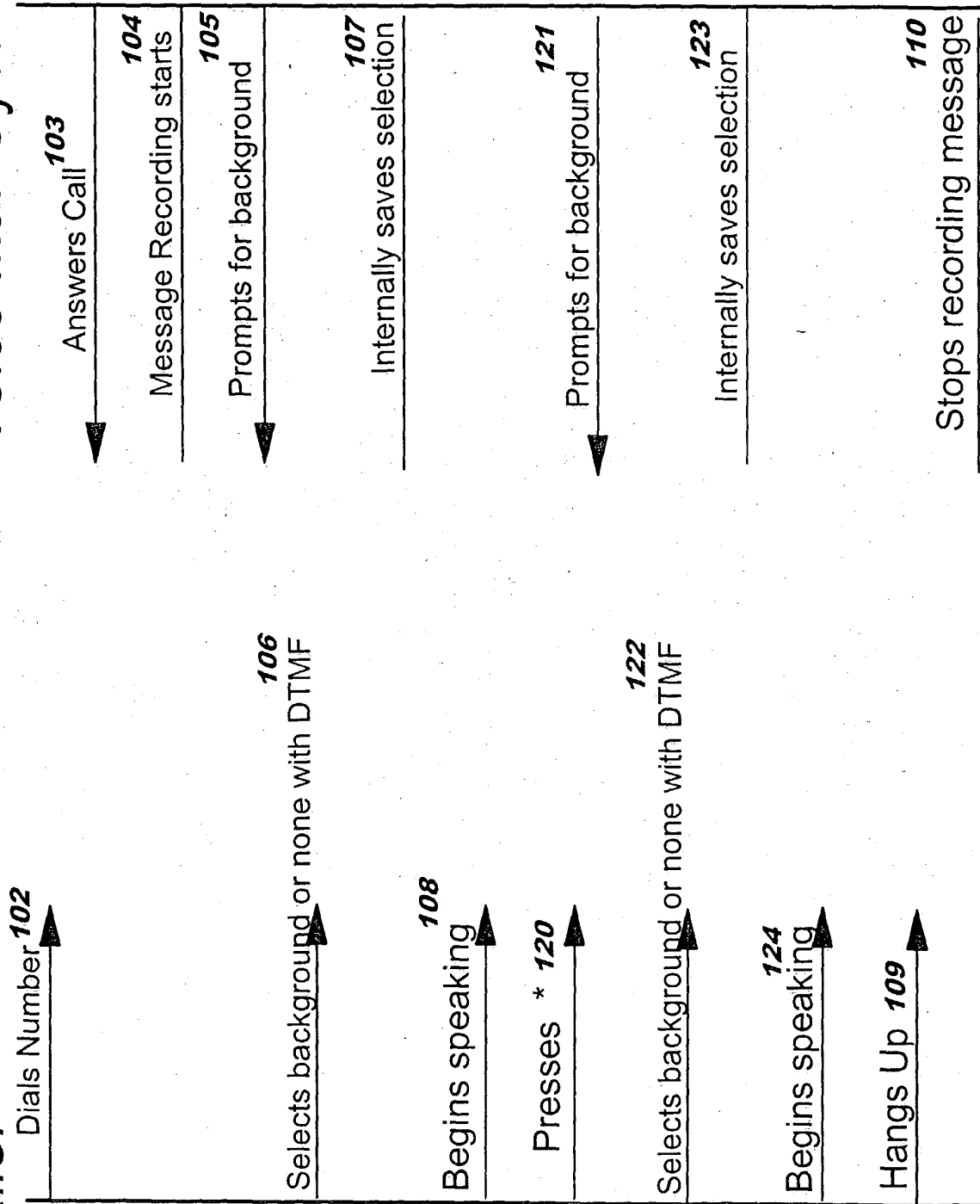


FIG. 1C

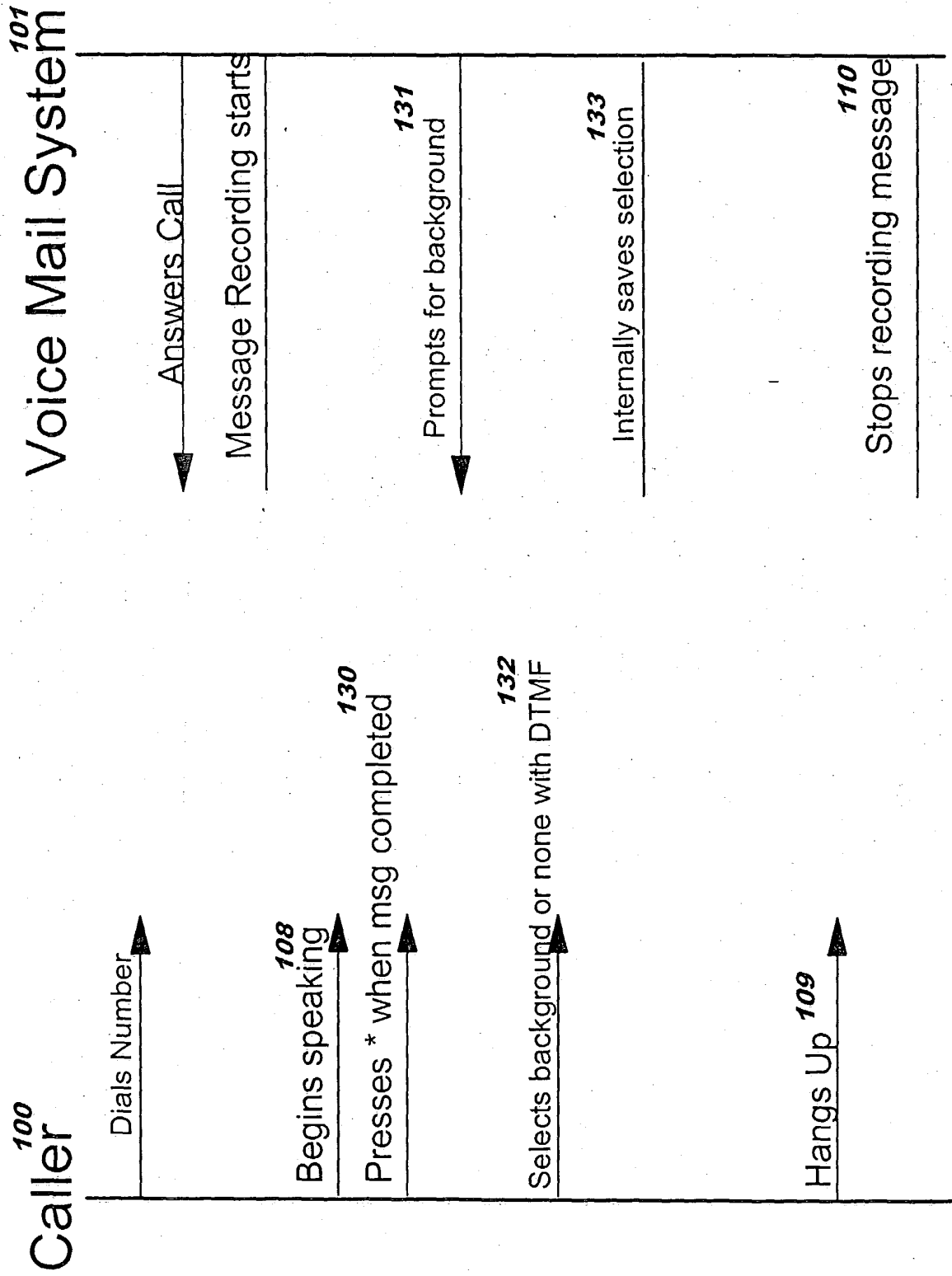


FIG. 1D

Voice Mail System¹⁰¹

Caller ¹⁰⁰

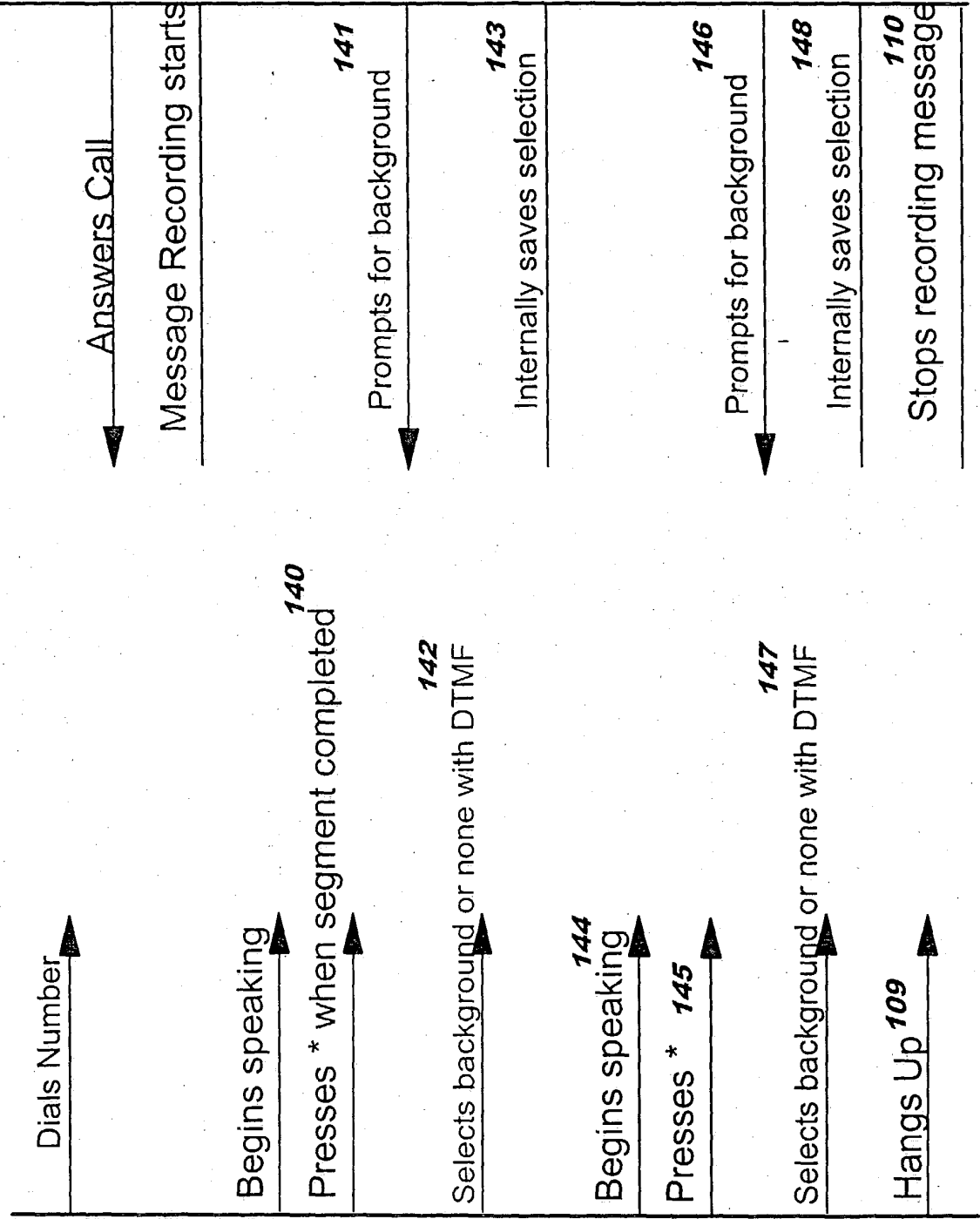


FIG. 1E

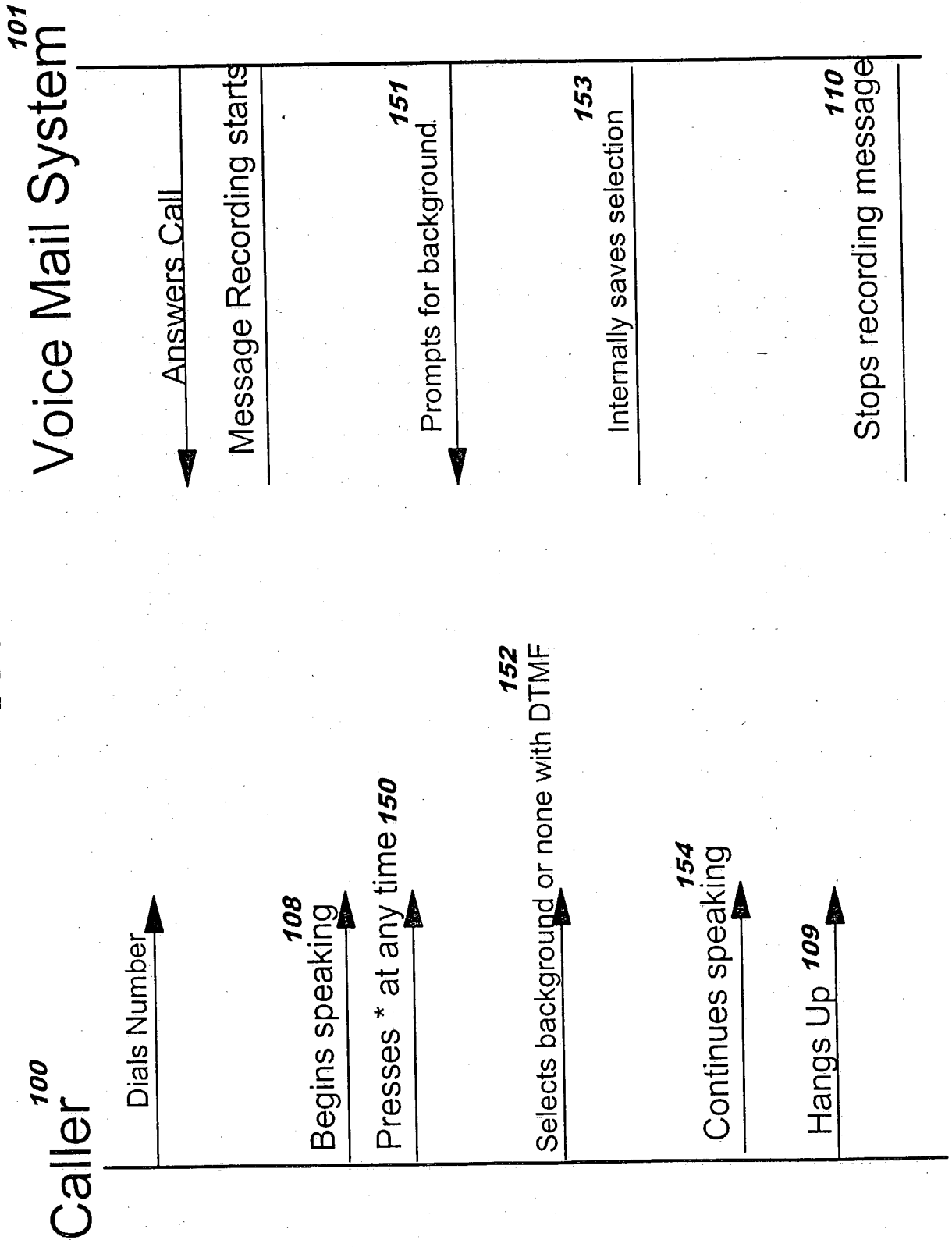


FIG. 1F

Caller 100

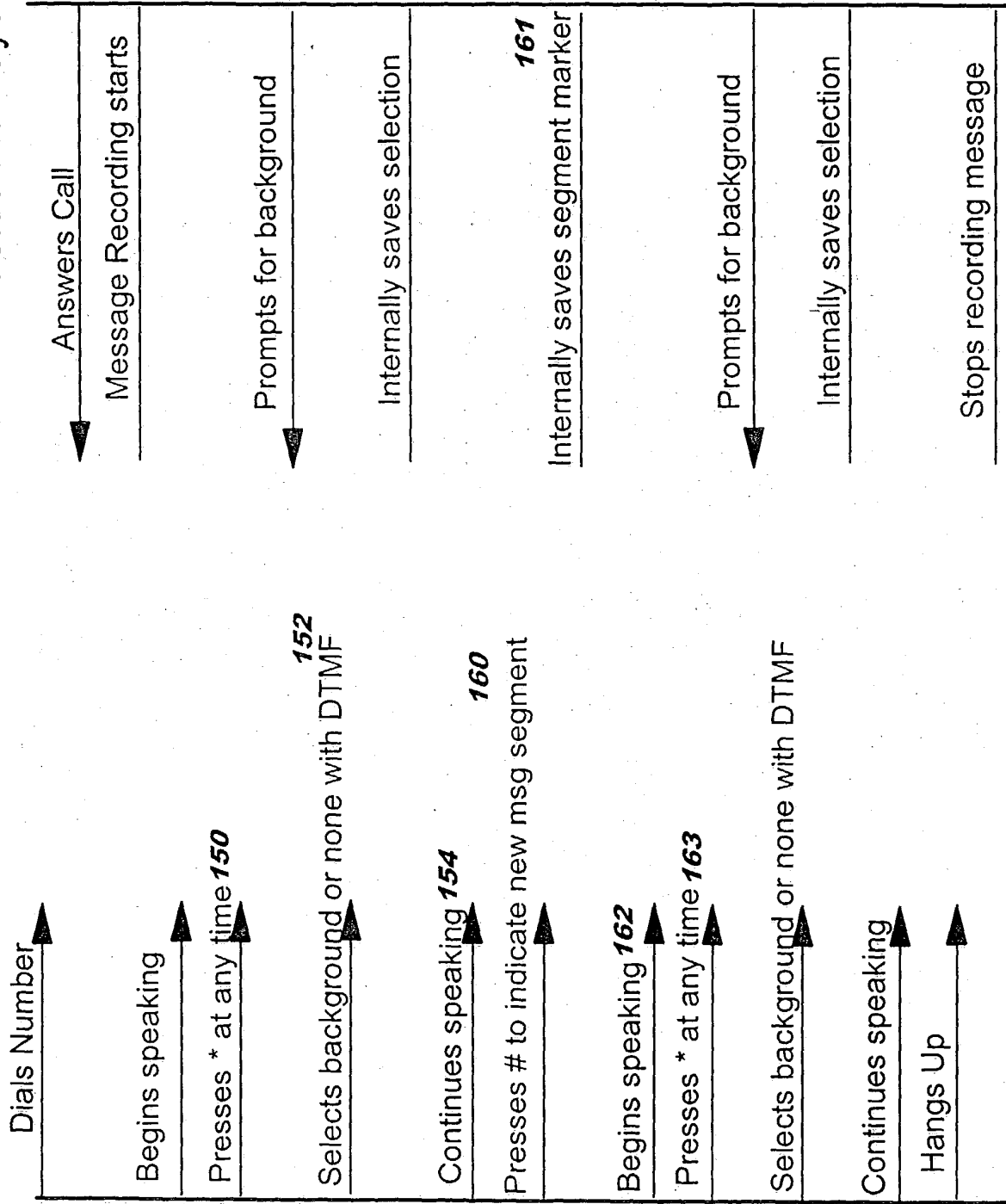


FIG. 2A

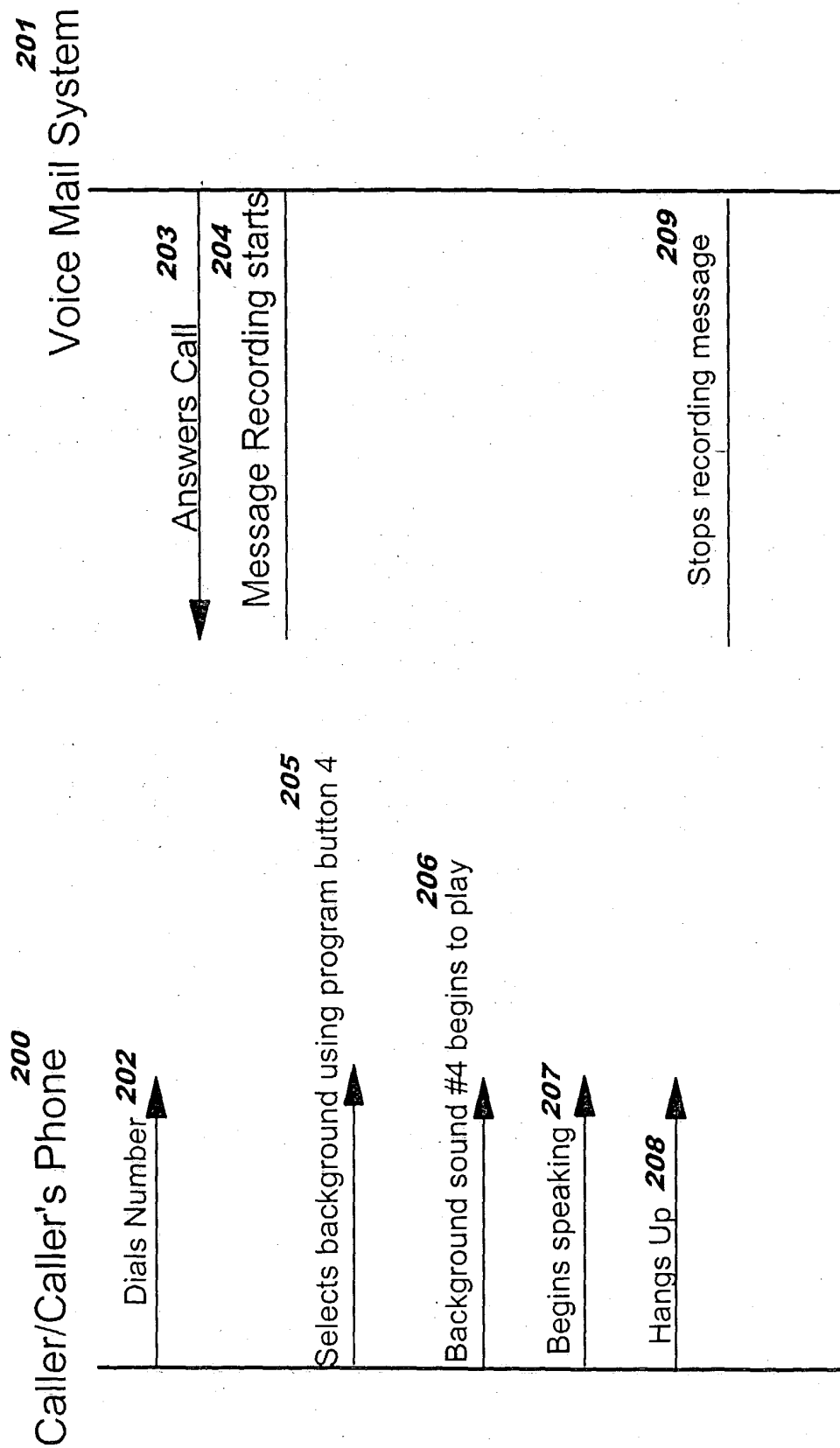


FIG. 2B

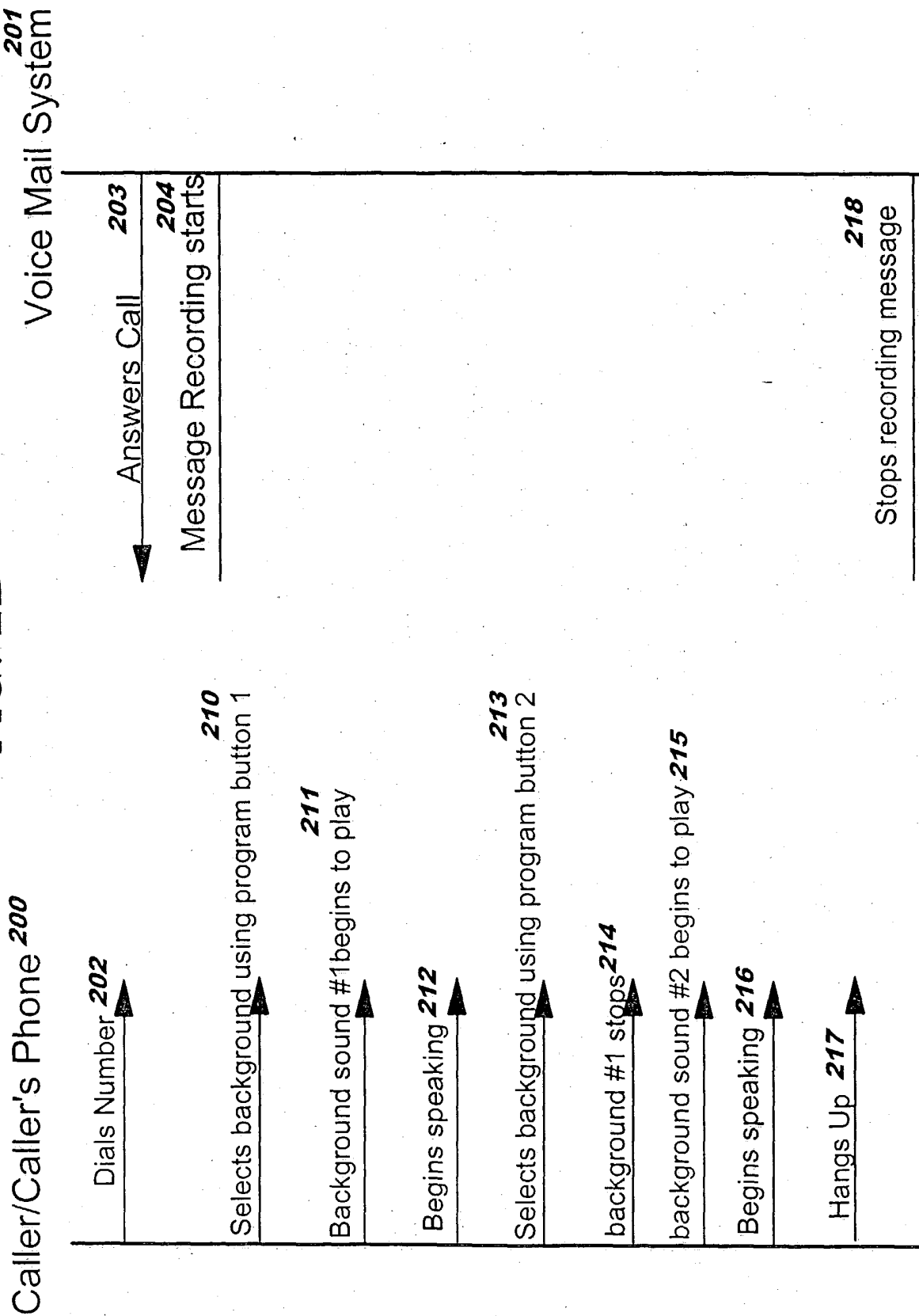


FIG. 2C

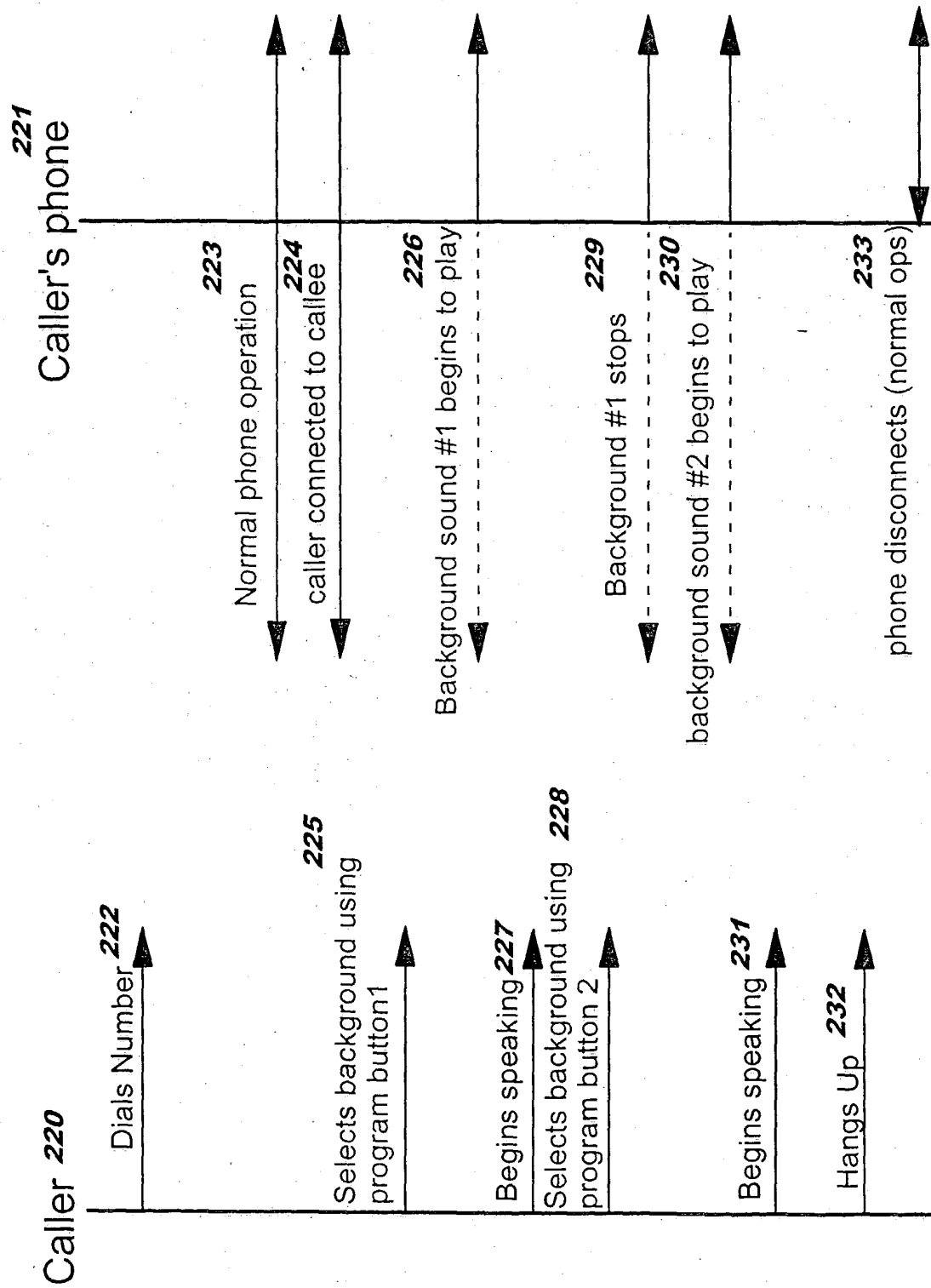


FIG. 3

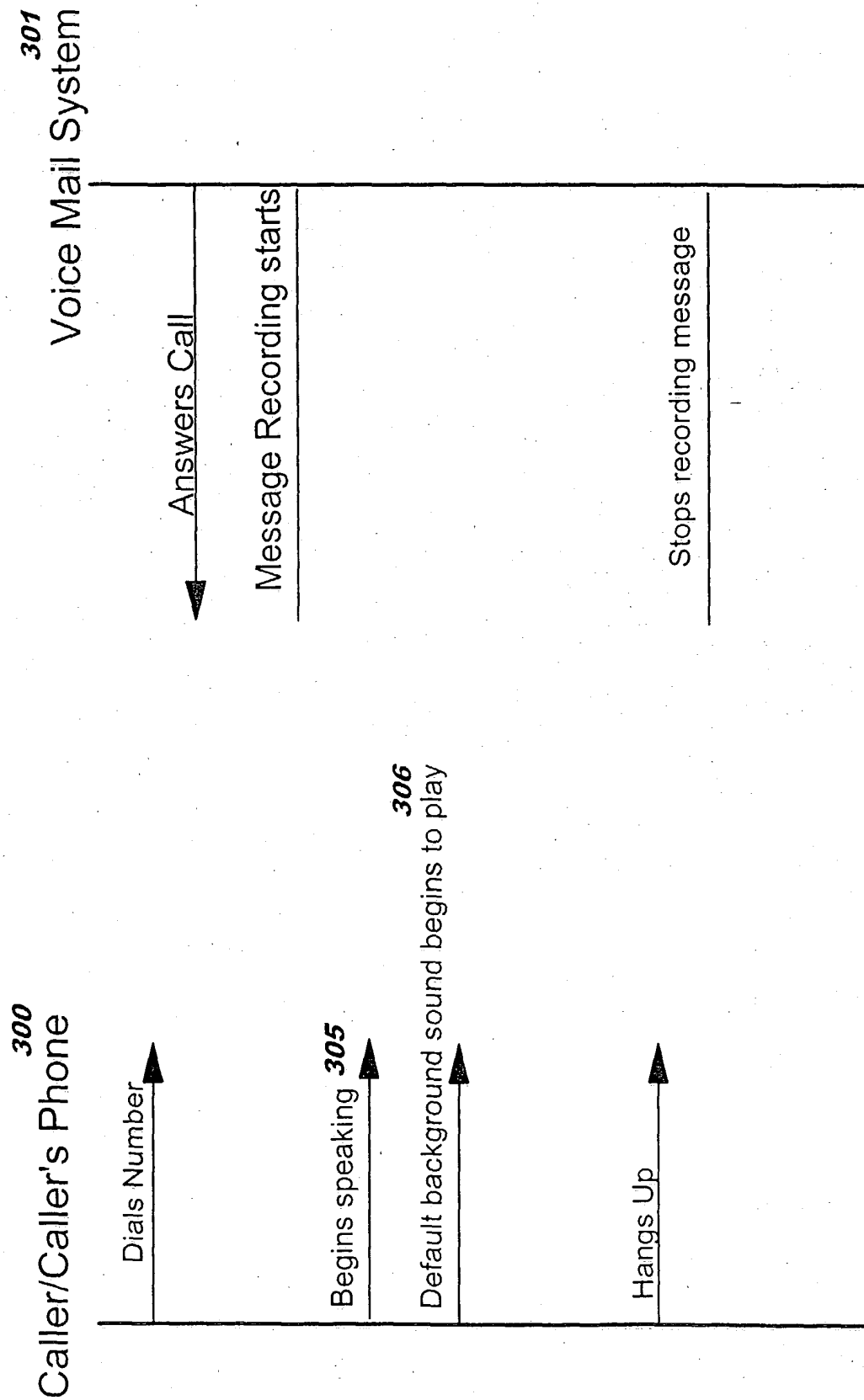
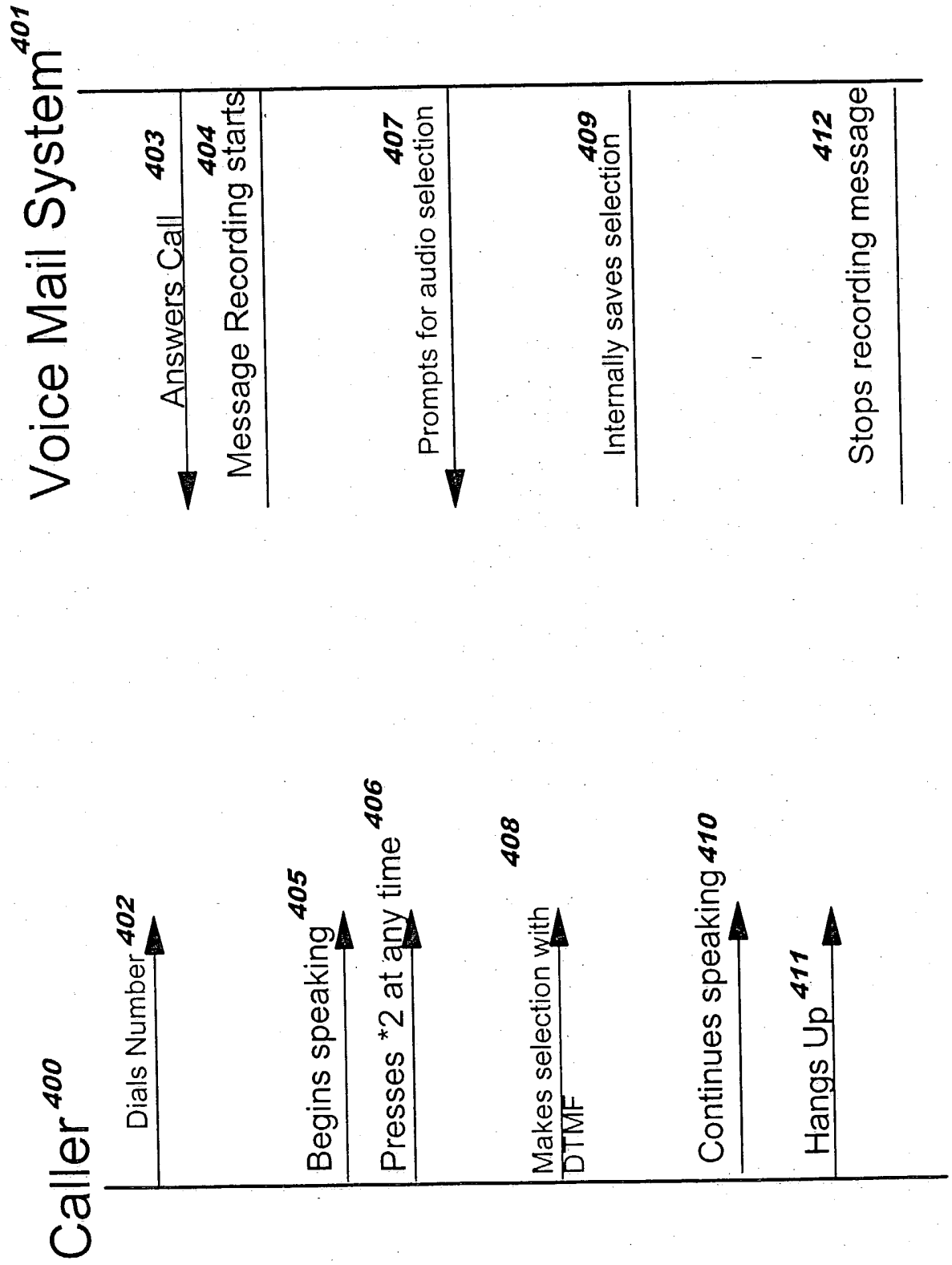


FIG. 4A



Caller⁴⁰⁰ FIG. 4B Voice Mail System⁴⁰¹

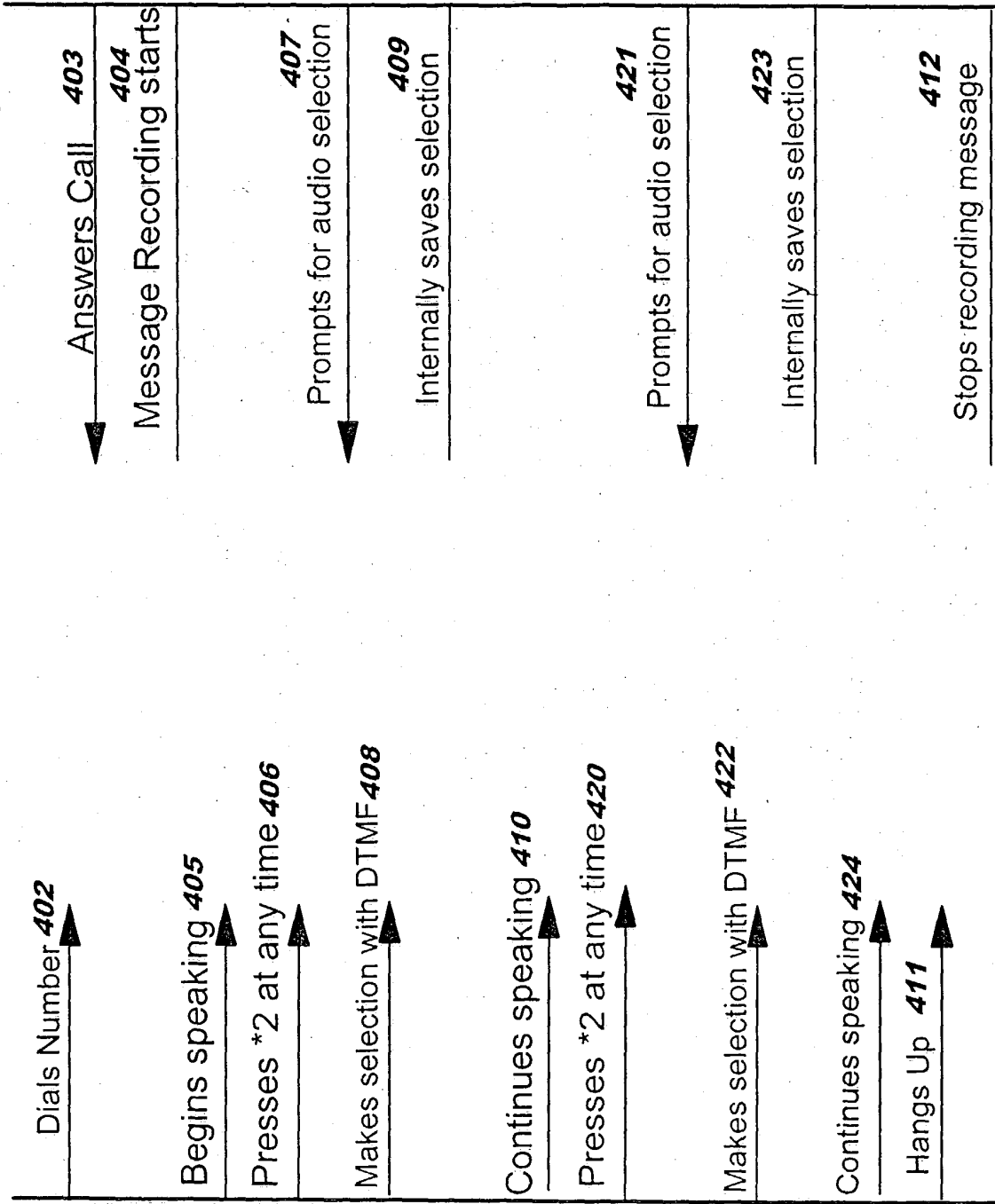


FIG. 5

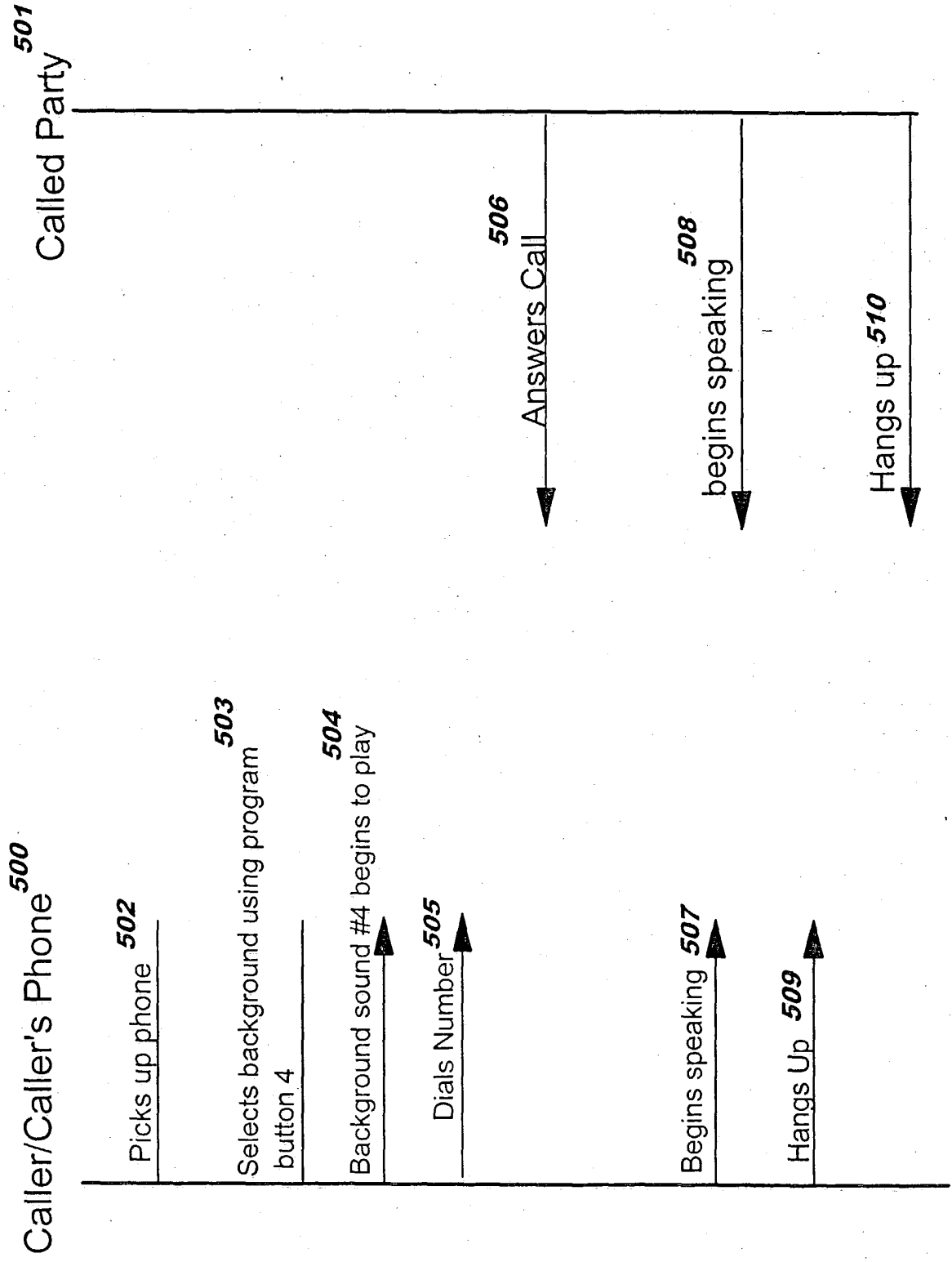


FIG. 6A

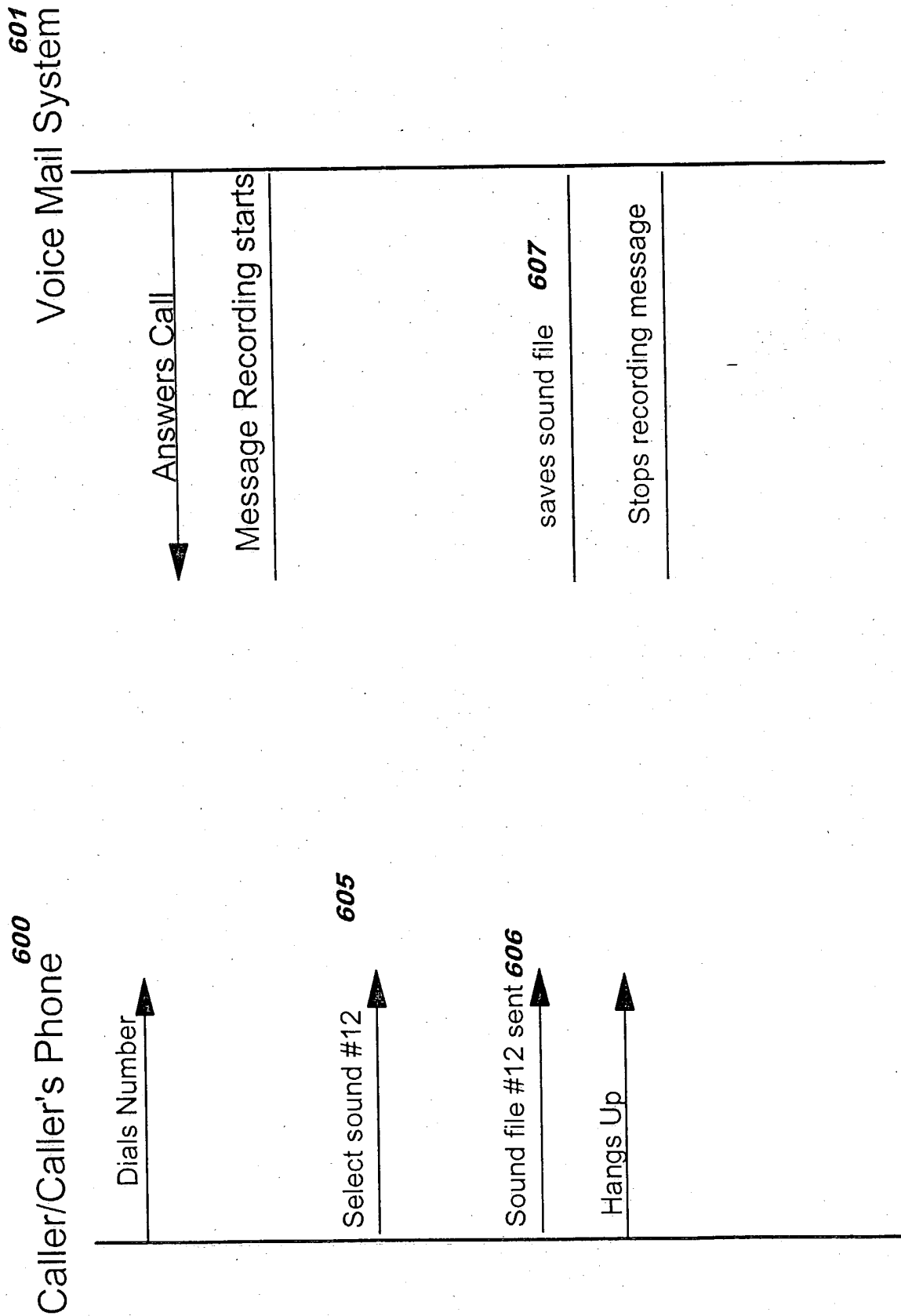


FIG. 6B

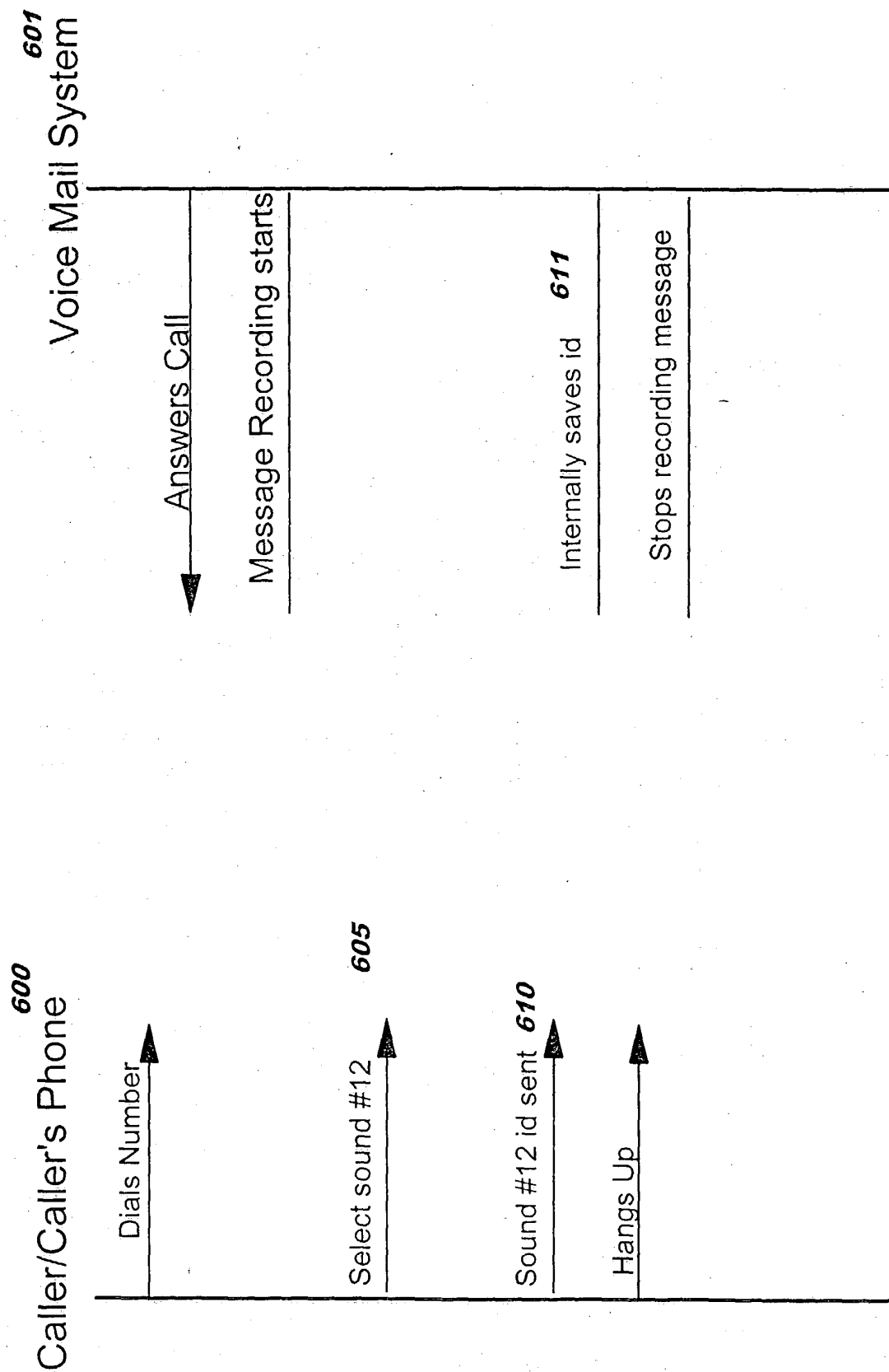


FIG. 7A

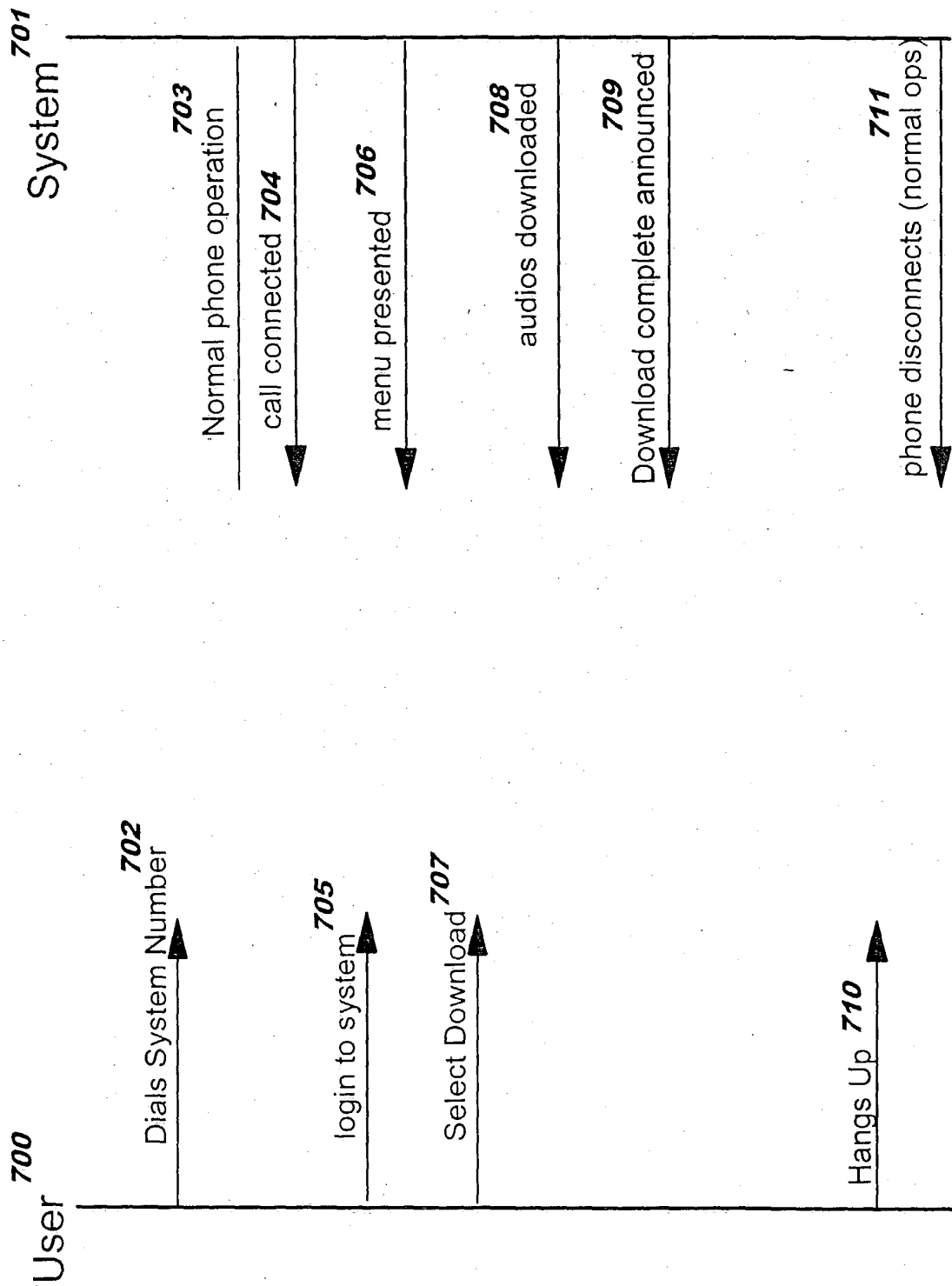


FIG. 7B

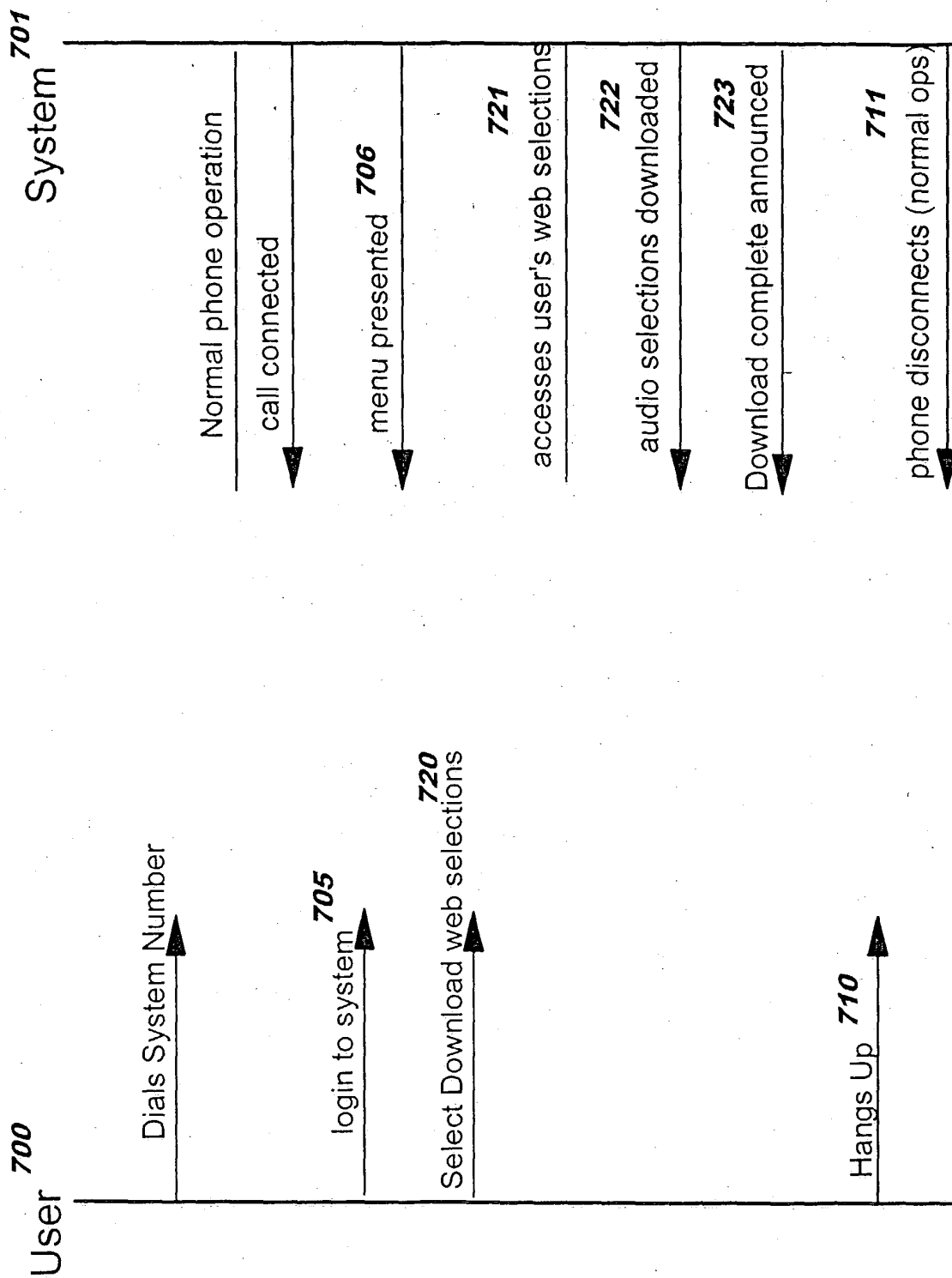


FIG. 8

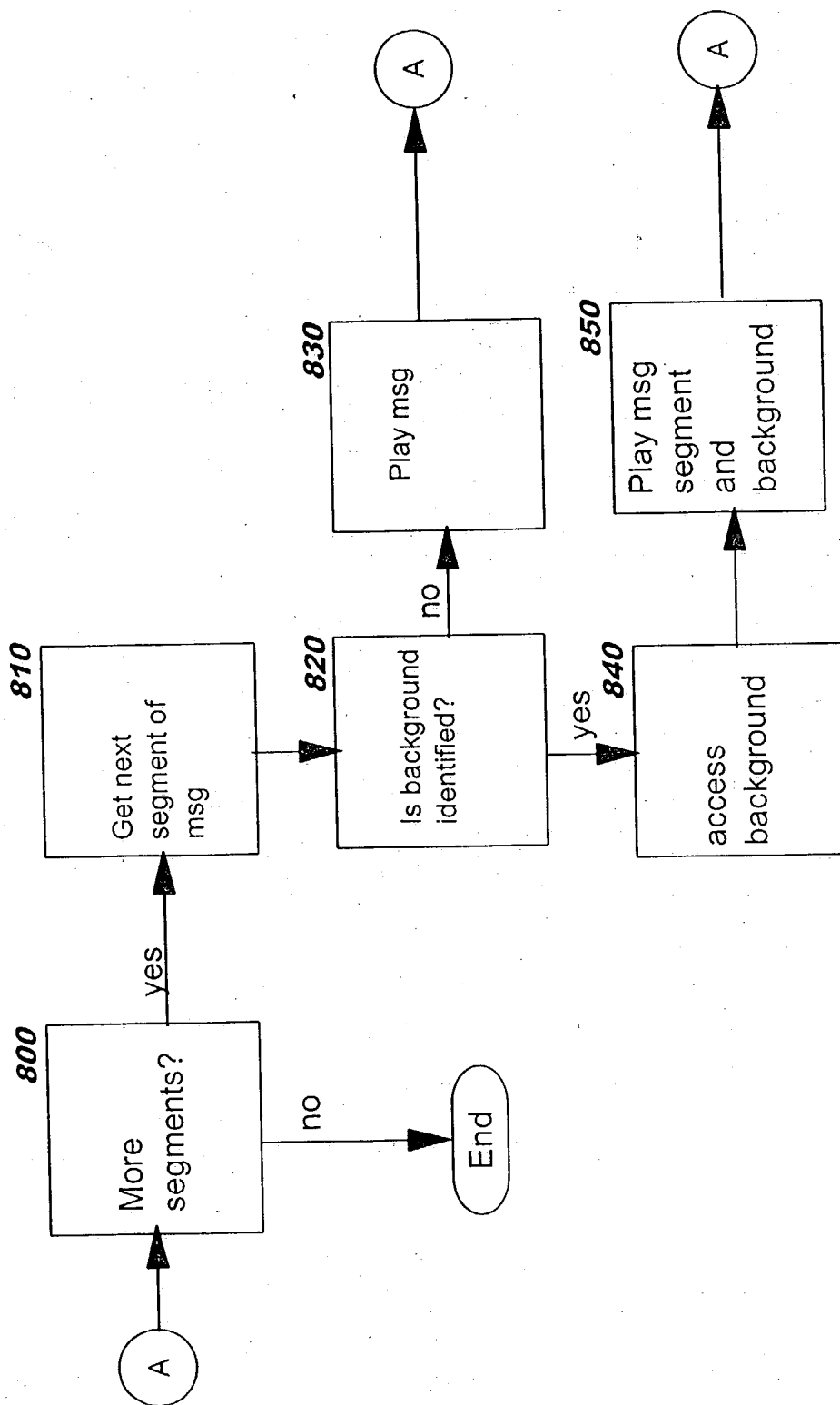


FIG. 9A

Message Segment Data Structure ⁹⁰⁰

Message segment number
Background selection number
User message

Example code:

⁹¹⁰
#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct ⁹²⁰

{

Int segment_number; /* this field is not necessarily required */
Int background_selection_number;
FILE *msg; /* could be a .wav file */

}

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] ⁹³⁰

FIG. 9B

Message Segment Data Structure ⁹⁴⁰

Message segment number

Selection type

Selection number

User message (only valid if selection type is not an audio file)

Example code:

⁹⁵⁰
#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct ⁹⁶⁰

{

Int segment_number; /* this field is not necessarily required */

int selection_type; /* this is 1 = background, 2 = audio file */

Int selection_number;

FILE *msg; /* could be a .wav file - will be null for audio file */

}

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] ⁹⁷⁰